

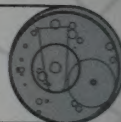
DOCTOR • WHO

Activity Book



50 PRESS-OUT
CARDS!

HOW TO PLAY DOCTOR WHO PAIRS



BEFORE YOU START, PRESS OUT THE
CHARACTER CARDS IN THE CENTRE OF THE BOOK.



1. Lay all of the cards out on a table or on the floor, face down.
2. Each player takes turns turning over two cards. If the cards match, the player keeps the cards. If not, the player turns them back over.
3. Keep going until all of the cards have been taken. The player with the most pairs at the end of the game is the winner.

DOCTOR • WHO

Activity Book



THE ANSWERS TO ALL THE PUZZLES
CAN BE FOUND AT THE BACK OF THE BOOK.



The TARDIS translator has muddled up everyone's names. Help Rose to unscramble them and filter out the good guys from the bad!

1. Ben mercy

6. A john retires

2. A lentil risk

7. Boa coffee

3. Hot rod cow

8. Then harass a jim

4. Crays ox

5. A crass dna





SPOT THE DIFFERENCE

There are five differences between these two pictures of the Doctor, Rose and Mickey meeting the Doctor's old friend, K-9. How many can you spot?





The Doctor has found out that the Krillitanes are using school children to try and crack the Skasas Paradigm. He leaves the children a message of his own, to alert them to what's going on in their school. Use the number code below to decipher his secret message.

		COLUMNS				
		1	2	3	4	5
ROWS	1	A	B	C	D	E
	2	F	G	H	I	J
	3	K	L	M	N	O
	4	P	Q	R	S	T
	5	U	V	W	X	Y

Each letter in the message is replaced by a two-digit number. The first digit comes from the **row** that the letter is in. The second digit is the number of the **column** where you find the letter. For example, using this code, Doctor Who would be written:

14.35.13.45.35.43 53.23.35

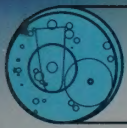
DOCTOR WHO

45.23.15 45.15.11.13.23.15.43.44 11.43.15 11.32.24.15.34.44.

45.23.15 14.24.34.34.15.43 32.11.14.24.15.44 11.43.15 41.51.45.45.24.34.22

44.35.33.15.45.23.24.34.22 21.51.34.34.55 24.34 45.23.15 21.35.35.14

12.43.24.34.22 11 41.11.13.31.15.14 32.51.34.13.23 24.34.44.45.15.11.14!



CREATURE CREATION

5

The Krillitanes are a composite race, made up of all the best bits of the alien races they have conquered. If you could create a creature, what do you think it would look like? Draw it in on the planet below.





The Doctor and Rose have visited many places together. Some of them can be found in this word search. The letters that are left spell out a message about one of the alien species they have encountered.



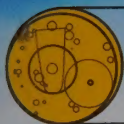
P	T	H	E	S	L	I	H	T	H	E
E	L	N	F	A	M	T	I	L	F	T
Y	C	A	C	O	R	M	E	S	R	S
N	O	I	T	A	T	S	E	M	A	G
F	R	O	E	F	R	L	M	P	N	N
L	A	W	N	E	O	D	T	R	C	I
A	E	X	A	N	C	R	I	O	E	N
N	R	I	D	C	O	F	M	F	A	W
S	C	O	T	L	A	N	D	O	F	O
L	N	L	L	O	O	H	C	S	N	D
A	P	A	T	O	R	I	O	U	S	E

CARDIFF
PLATFORM ONE
SCOTLAND
SCHOOL
DOWNING ST
NEW EARTH

FRANCE
GAME STATION
LONDON

The remaining letters spell out:





DALEK DIFFERENCES

7

At first glance all of these Daleks look the same, but in fact, one of them is different. Look carefully and see if you can spot the odd one out.

A



B



C



D

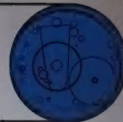


E



F





Knowing what kind of alien you're dealing with could mean the difference between life and death! Look at the silhouettes below and see how many aliens you can identify correctly.













REGENERATION EXPLANATION

9

When the Doctor regenerated, there was only one thing he needed to really make him feel, well, like a whole new alien! Crack the code below to find out what made the Doctor feel better.

W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

This is a shift code, which means that each letter of the alphabet has moved on, and been replaced by another letter. To crack the code, find the code letters in the top row, then replace them with the letters in the bottom row. For example, Rose, in this code, would be written:

NKOA

The Doctor felt much better after...

OIAHHEJC OKIA PAW

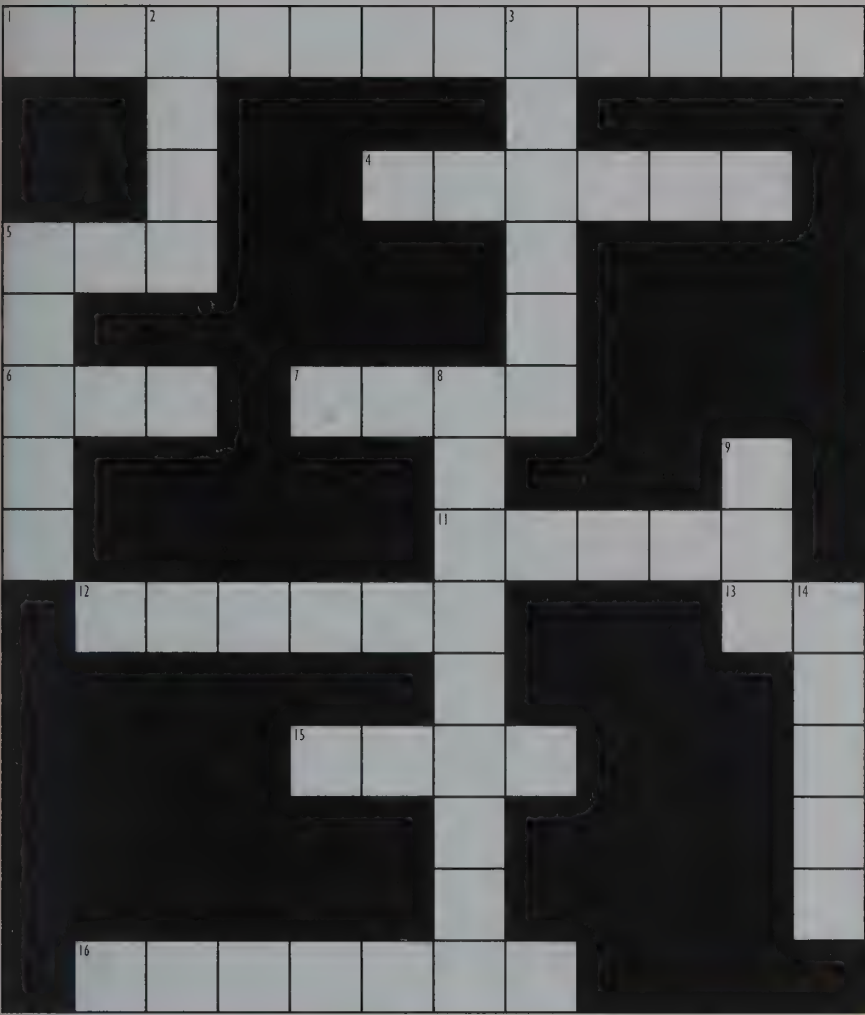
Write your answer here





The TARDIS is coming! Mickey and Jackie can hear it, but where is the sound coming from? Guide them through the streets of the Powell Estate to find it.





1 ACROSS.
She helped the old Doctor and Rose defeat the Slitheen, before going on to become Prime Minister of Britain's Golden Age. (7,5)

2 DOWN.
The Doctor's capable sidekick! (4)

3 DOWN.
Mrs Tyler, Rose's mum. (6)

4 ACROSS, 9 DOWN.
The main man, last of the Time Lords. (6,3)

5, 7 AND 13 ACROSS.
First seen at the End of the World party, he is now in hospital. (4,2,3)

5 DOWN.
The colour of the Doctor's suit. (5)

6 ACROSS.
Number of Time Lords left. (3)

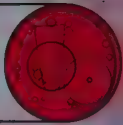
8 DOWN.
She thought she was the last human, but she's mostly just "lipstick and skin." (9)

11 AND 15 ACROSS.
This old companion of the Doctor's only had K-9 to keep her company when he left. (5,4)

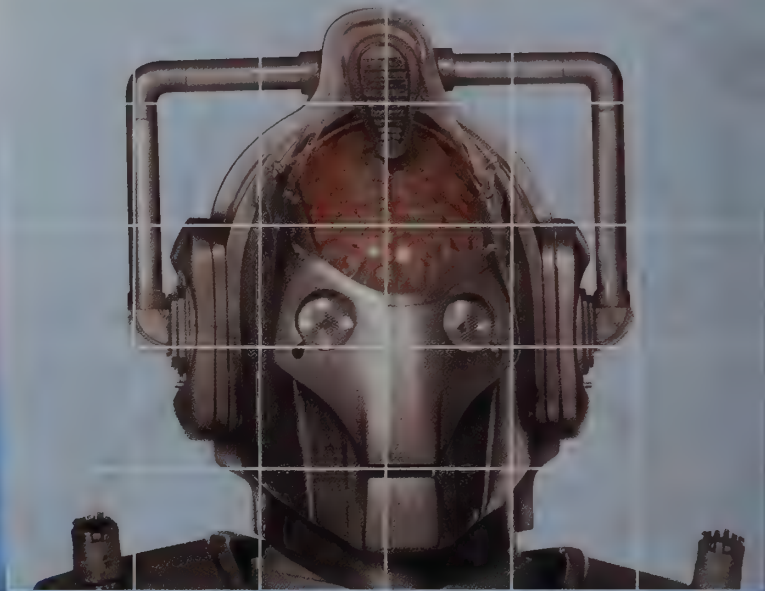
12 ACROSS.
The Doctor's spacecraft. (6)

14 DOWN.
Mr... the Headmaster at the school they visit.(5)

16 ACROSS.
These aliens tried to destroy Christmas, before the Doctor came to the rescue. (7)



Carefully copy each square of the smaller grid, to draw your own picture of a cyberman, one of the Doctor's most feared enemies.





While the Doctor's eyes are on the bigger picture, the little details that Rose notices are often the ones that save them. Take a good look at the picture below, then turn over the page and see how many details you can remember.





1. How many Sycorax are there in the picture?

2. Who is Harriet Jones hugging?

3. What colour are the Sycorax's eyes?

4. What is Rose wearing?

5. How many Sycorax are carrying sticks?

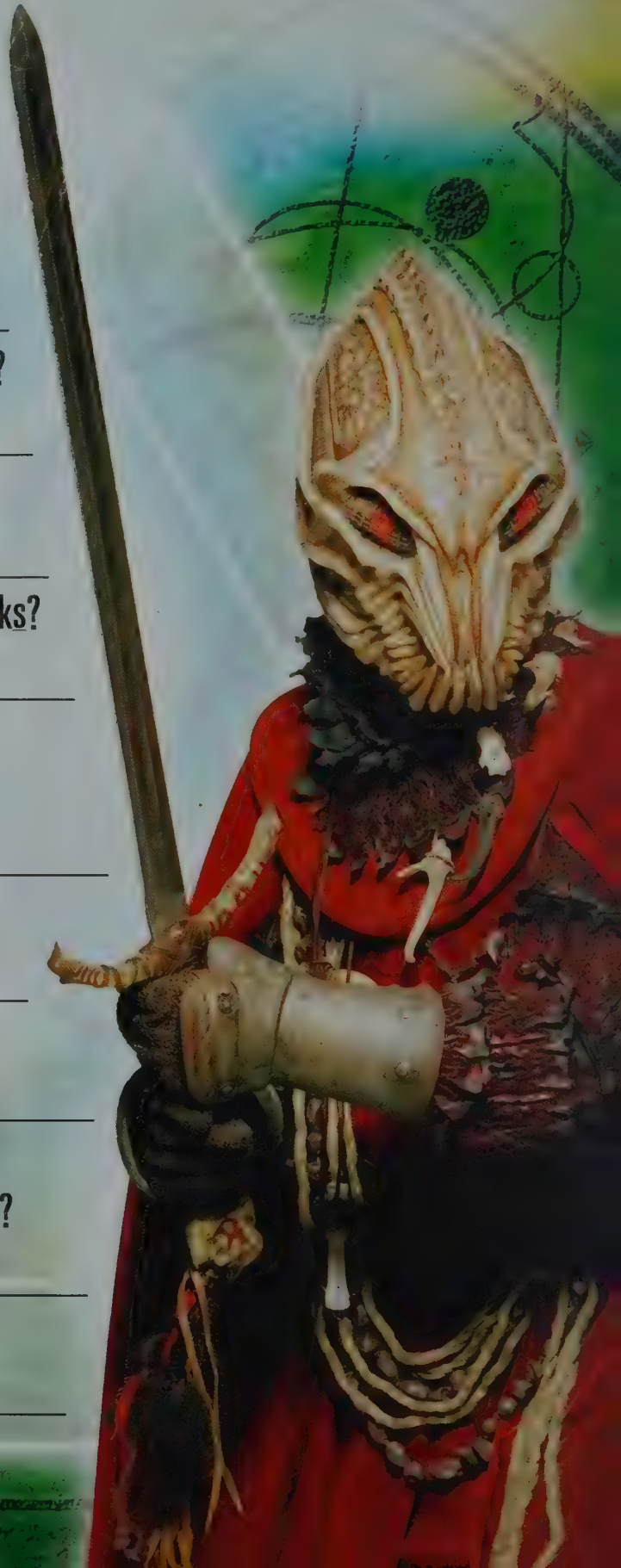
6. What colour are the lights on the pillar in the Sycoraxian ship?

7. Who is wearing an earpiece?

8. Is the floor sandy or tiled?

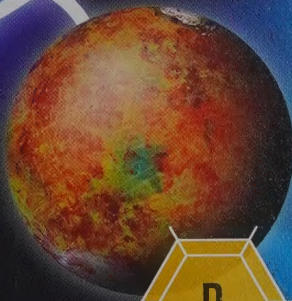
9. How many letters of 'POLICE BOX' can be seen on the side of the TARDIS?

10. Where is the Doctor standing?





The Doctor and Rose are leaving for another adventure. Follow the TARDIS trails to see which planet they will end up on this time.



Page 2

FRIEND OR FOE?

1. Cybermen.
2. Krillitanes.
3. Doctor Who.
4. Sycorax.
5. Cassandra.
6. Harriet Jones.
7. Face of Boe.
8. Sarah Jane Smith.

Page 3

SPOT THE DIFFERENCE



Page 4

KRILLITANE CODE CRACKER

The code translates to:

The teachers are aliens. The dinner ladies are putting something funny in the food. Bring a packed lunch instead!

Page 6

LOCATION SEARCH

P T H E S L I H T H E
E L N F A M T I L F T
Y C A C O R M E S R S
N O I T A T S E M A G
F R O E F R L M P N N
L A W N E O D T R C I
A E X A N C R I O E N
N R I D C O F M F A W
S C O T L A N D O F O
L N I L O O H C S N D
A P A T O R I O U S E

The message left in the wordsearch is: The Slitheen family comes from planet Naxxaricorictollapatorious.

Page 7

DALEK DIFFERENCES

Dalek E is the odd one out.

Page 8

ALIEN ID

1. Cassandra.
2. Sycorax.
3. Dalek.
4. Cyberman.
5. Mox of Balhoon.
6. Slitheen.

Page 9

REGENERATION EXPLANATION

The Doctor felt much better after... smelling some tea.

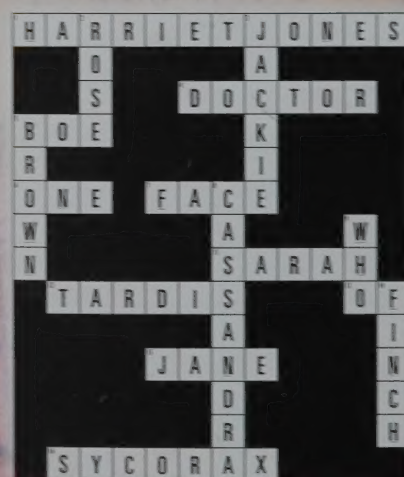
Page 10

RETURN TO EARTH



Page 11

COSMIC CROSSWORD



Page 13

DANGEROUS DETAILS

1. There are six Sycorax in the picture (look closely!).
2. Harriet Jones is hugging Rose.
3. The Sycorax have red eyes.
4. Rose is wearing jeans and a grey top.
5. Four Sycorax are carrying sticks.
6. The lights on the pillar are yellow.
7. Alex Klein is wearing the earpiece.
8. The floor is sandy.
9. Five letters of POLICE BOX can be seen on the side of the TARDIS.
10. This is a trick question - the Doctor is not in the picture!

Page 15

TARDIS TRAVELS

The TARDIS will land on planet C.



DOCTOR • WHO

Activity Book

This Doctor Who activity book is packed with codes to crack and puzzles to ponder over!

Includes **50**
Press-Out Cards!

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